

Ishan Madhuranga

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EDUCATION

Dublin Business School

Master of Science in Artificial Intelligence

Dublin, Ireland

Jan 2023 - Jan 2025

Solent University

Bachelor of Science in Cyber Security Management

Southampton, UK

April 2021 - April 2022

EXPERIENCE

AI Gameplay Programmer Intern

Sleepless Inc.

Sep 2024 – June 2025

Dublin, Ireland

- Developed and optimized game-play mechanics, AI behaviors, and interactive elements.
- Debugging and optimizing game performance for efficiency and stability.
- Staying up to date with the latest Unreal Engine advancements and best practices.

Artificial Intelligence Engineer Intern

British College Of Applied Studies

Nov 2021 – Nov 2022

Colombo, Sri Lanka

- Participated in academic research initiatives, contributing to projects involving generative adversarial networks (GANs), autonomous systems, and reinforcement learning.
- Collaborated on building RESTful APIs using FastAPI and Flask to serve AI functionalities to front-end clients.
- Documented all development processes, including model training, evaluation, and deployment strategies, in line with academic and industry standards.

Freelance AI/ML Specialist

Fiverr & Direct Contracts

Aug 2019 – Feb 2025

Colombo, Sri Lanka

- Delivered AI and ML solutions to clients via Upwork/Fiverr and direct contracts.
- Built and deployed models for deep learning, computer vision, and data analytics tasks.
- Deep Learning, Computer Vision, Data Preprocessing and Model Deployment using Amazon ECS/ Azure Kubernetes
- Conducted model optimization and integration for real-time applications and IOT/Client based devices.

PROJECTS

Fast Neural Style Transfer In a 3D Environment in Real Time | *Python, C++*

June 2024 – Sept 2024

- Developed a custom transformer model for real-time neural style transfer system for 3D environments
- Implemented intelligent NPC behavior using ConvAI for conversations with a custom fine-tuned BART LLM model with a RAG pipeline running on the backend to give unique personalities.
- Achieved seamless rendering while maintaining visual quality with Custom Depth Filters
- Quantized the ONNX Models for better performance.

FNST Minimal Inference Implementation for Performance Optimization | *C++*

Sept 2024

- Implemented a lightweight Fast Style Neural Transfer inference in pure C++ with a focus on maximizing execution speed and reducing memory overhead.
- Focused on rapid experimentation and low-latency deployment in constrained environments without the need for Python based libs.

Autonomous Self-Driving Car (Prototype) | *Python, NVIDIA Jetson Nano*

Aug 2021 – Dec 2021

- Designed and implemented an autonomous self-driving vehicle using a custom-trained CNN model deployed on a single board computer.
- Real-time inference from a single RGB camera for dynamic navigation decisions.
- Applied Threading for monitoring driver fatigue using HOG-based face detection and facial landmark analysis.
- Implemented Real time Motor RPM Adjustments based on Inference Results.

TECHNICAL SKILLS

Languages: Python, C++, C#, SQL, JavaScript/TypeScript, HTML/CSS

Frameworks: React, Node.js, Transformer.js, LangChain, Flask, FastAPI, PyTorch, Tensorflow, MATLAB

Developer Tools: Git, Docker, Google Cloud Platform, AWS, VS Code, Visual Studio, Jupyter Notebooks, Oracle

Libraries: OpenCV, OnnxRuntime, Tkinter, pandas, NumPy, Threading, Matplotlib